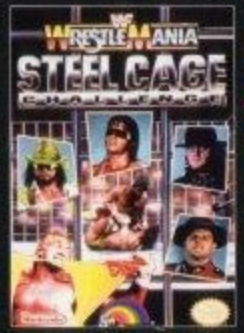

FIRST TIME EVER!

The ultimate in WWF wrestling action for your NES.

STEEL CAGE CHALLENGE:

- Ten WWF Superstars
- Canvas-ripping Tag Team matches
- Win the WWF Championship Belt!

GEORGE FOREMAN

brings charisma and knock-out punching power to Game Boy®!

Get ready to rumble! Big George Foreman takes on the world's toughest opponents!

Jabs, uppercuts, hooks, and devastating power punches! We don't call it KO boxing for nothin'.

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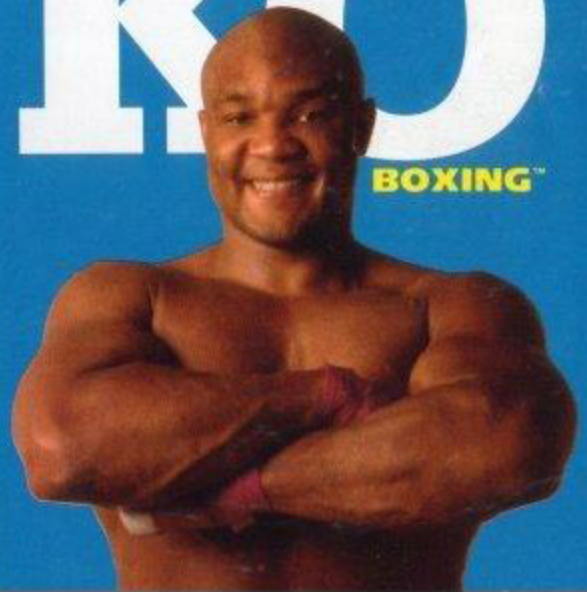
GAME PAK INSTRUCTIONS

Acclaim entertainment, inc.

GEORGE FOREMAN'S

KO BOXING™



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PRECAUTIONS:

1. Do not store this game in places that are very hot or cold. Never hit it, drop it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, neither Acclaim nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY

READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

"Big" George Foreman is back! After a ten-year absence from the ring, the former Heavyweight Champion is on the road to the Title again! The Goliath from Texas has won 26 out of 27 fights in the last four years, facing one young high-ranked contender after the next. The 43-year-old Foreman first took down Steve Zouski in a four-round knockout and followed with impressive knockouts over Gerry Cooney and Adilson Rodriguez, putting Foreman among the top competitors for the Championship. The 260 lb. giant George has an astounding lifetime record of 71 wins and 3 losses. Foreman began his career in 1969 after winning the gold medal in the 1968 Olympics. He quickly developed a reputation as a fighter with a devastating punch, winning 37 times without a loss, 34 by knockout, before his match with then-Heavyweight Champ Joe Frazier. In 1973, at the age of twenty-five, he took the Heavyweight Title by knockout from Frazier. He lost to Muhammad Ali in 1974. Now older and wiser, Foreman exhibits the concentration and fierce professionalism of a veteran. In his recent fight against Alex Stewart, both boxers took a severe beating but Foreman's incredible endurance kept him in the fight through all ten brutal rounds against the younger Stewart. Foreman was a man who came to fight and win. He did. Eighteen years after capturing the Heavyweight Belt, the gregarious boxer with an appetite for fame, glory, and food is once again in line for the Title. And it looks like nothing will stop George Foreman now!

LOADING INSTRUCTIONS

1. Set up your Nintendo Entertainment System® as described in the Nintendo Entertainment System manual.

2. Make sure you have the power switch **OFF**.

3. Insert the George Foreman's KO Boxing™ Game Pak as described in your Nintendo Entertainment System instruction manual.

4. Turn the power switch **ON**.

IMPORTANT: You should always make sure that the System is OFF, before you insert or remove George Foreman's KO Boxing cartridge.

Note: Remember, George Foreman's KO Boxing can be played by one or two players.

NEW GAME

At the title screen, press **START**. You will then be shown an option screen for starting a One Player Game, Two Player Game or using a Password to continue your pursuit of the Title where you left off the last time you played. Use the **DOWN** or **UP** arrow to make a selection and then press **START**.

Note—Before choosing a TWO PLAYER game, make sure that you have set up your Nintendo Entertainment System with two controllers.

PASSWORD

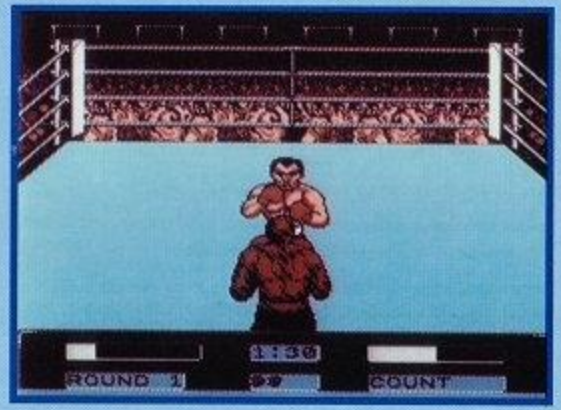
Passwords are obtained by the player when a Title Belt is won. Be sure to write them down. A Password will allow you to continue your pursuit of the Title where you left off the last time you played.

You can choose **PASSWORD** from the Option Screen by hitting the DOWN arrow and then pressing **START**. The **PASSWORD** screen will then appear. You will see twelve squares with numbers in a formation, with one square in the center of that formation.

Use the **ARROWS** on the directional pad to choose a square in which to enter the first number in your **PASSWORD**. Using the **SELECT** button change the number in the center square until it comes to the number that you wish to place in the outer square. Press the **A** button to enter your choice. Now move to the next square.

Do the same for each number in your **PASSWORD** until **ALL** the outer squares are complete. When you have completed your password, press **START** and the game will continue where you last left off.

THE FIGHTING SCREEN



STATUS AREA

The status area containing vital information for each bout is found in the lower part of the Fighting Screen.

DAMAGE METERS...Damage Meters are found in the top corners of the status area. The more damage each boxer sustains, the lower the energy in his meter gets. The meter on the left represents the amount of energy George Foreman has left. The meter on the right represents your opponent's energy. Once a fighter's Damage Meter runs out, the boxer will suffer a knockdown. Watch the meters to get an indication of how you're doing against your opponent.

TIME....Located in the top-center of the status area, you will find the official time clock. It shows the time remaining in the round. Each round is three minutes long.

ROUND... Displayed in the lower-left of the status area is the current Round number of the fight. There are only three rounds to each bout so get right to it! Don't save your best stuff for the later rounds.

SUPERPUNCHES...If you've trained properly you'll always know to find your Superpunches on the meter in the lower-center of the status area. When you obtain a Superpunch the meter will show

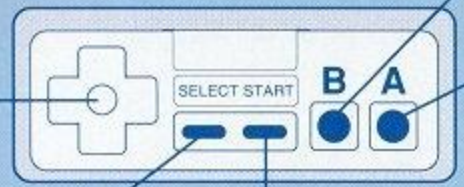
them accordingly. Superpunches are earned by one of several successful combinations of punches to your various opponents.

COUNT...The Count Meter is located in the lower-right corner of the status area. When a knockdown is scored the boxer will have until the count of 10 to get up and continue the fight.

STARTING THE FIGHT

Hint: For best game play, become familiar with the different control functions before you start playing.

OBJECT OF THE GAME...To defeat all World-ranked Heavyweight contenders, winning all three Championship belts and capture the Heavyweight Title of the World!



B BUTTON
Throws your left punch.

A BUTTON
Throws your right punch.

CONTROL PAD
.Moves your boxer from side to side. Also directs your punches and allows you to block.

SELECT
Lets you throw your earned Superpunch.

START
Starts the fight. (Also press **START** to pause the game.)

BOXING MOVES

Use your Control Pad to let your boxer dodge your opponent. The more you move around, the less likely your opponent's punches will do serious damage.

LEFT ARROW...Moves your boxer to the left.
RIGHT ARROW...Moves your boxer to the right.

PUNCHES, BLOCKING & RECOVERY

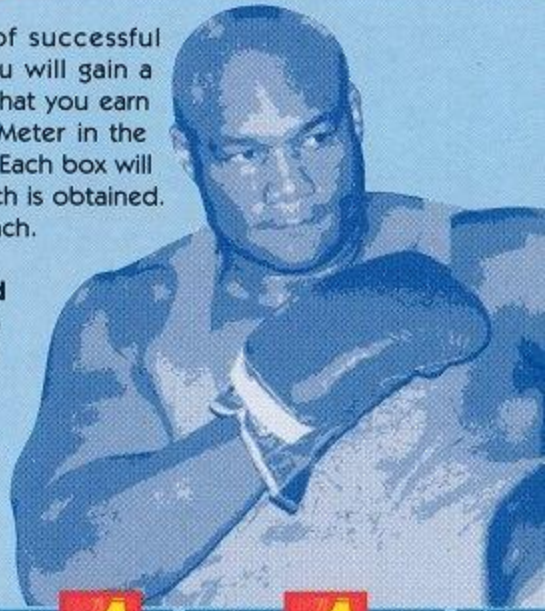
A BUTTON...Right Cross
B BUTTON...Left Cross
UP ARROW with A BUTTON...Right Jab
UP ARROW with B BUTTON...Left Jab
DOWN ARROW...Blocks your opponent's punch.
SELECT...Throws an earned Superpunch.

To RECOVER from a knockdown YOU MUST press the A or B buttons in rapid succession to struggle up from the canvas.

SUPERPUNCH

With the right combinations of successful punches to your opponent, you will gain a Superpunch. Each Superpunch that you earn will appear on the Superpunch Meter in the lower center of the Status Area. Each box will light up when another Superpunch is obtained. Press **SELECT** to throw a Superpunch.

Hint: A strategically aimed Superpunch can do serious damage to your opponent, if used at the proper time.



BOXER PROFILES

Lorenzo "Bullet" Luciano
Profile: A veteran journeyman in the boxing world. Nicknamed "Bullet" for his lightning quick jabs and fast footwork. A tough, keen boxer who's been around.

Tommy "Tornado" Collins
Making first appearance since receiving severe punishment in his last fight. Tommy is determined to prove the critics wrong and show that he's a quality fighter.

Renko "The Boss" Fujioka
Young unorthodox fighter from the Far East who had a brilliant international amateur career. He has good hand speed, but up to now, has lacked knockout power.

Sonny Joe Dukes
Not considered to be one of the greats in the heavyweight division. But like anyone his size, he can put you down with one lucky punch.

"Earthquake" Harley
No one knows whether he got the nickname "Earthquake" because of the power he possesses or because he's simply cracked. Watch out...

"Terrible" Turak
Turak used to be a professional wrestler but found it wasn't satisfying enough. He likes to knockout his opponents as his record shows, not just pin them.

Lance "The Sheik" Borque
Lance is a real veteran of the sport who has fought all the great ones. Over the years he has developed a real mean temper which usually peaks when he's losing.

Eddy "The Pirate" Preston
"The Pirate" isn't much for small talk. He usually lets his fists speak for him. He's a tough, well trained boxer with his eye on the championship.

"Crazy" Miguel Valdez
Miguel comes from a family of circus trapeze artists. They say he also does some crazy stunts in the air. So watch out for him in the ring.

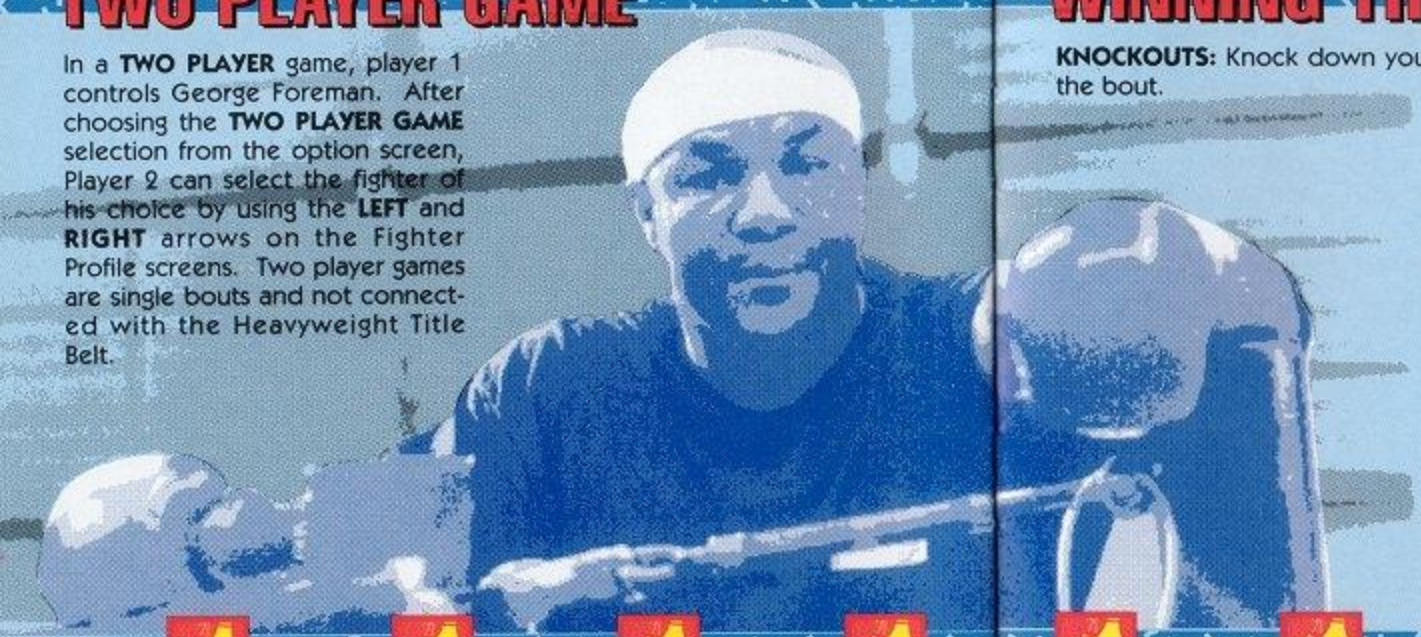
"Irish" Tommy Morton
A seasoned boxer who fought his way out of the pubs in Ireland, Tommy has learned not to give in to anyone. It's usually his opponents who end up face down.

Tyrone "Madman" Mosely
Just as his nickname indicates, Tyrone is a real crazy character capable of doing anything any time.

Larry "The Surgeon" Scott
Not only did he earn his nickname because of his surgical disposal of his opponents, but also because he cuts like a knife.

TWO PLAYER GAME

In a **TWO PLAYER** game, player 1 controls George Foreman. After choosing the **TWO PLAYER GAME** selection from the option screen, Player 2 can select the fighter of his choice by using the **LEFT** and **RIGHT** arrows on the Fighter Profile screens. Two player games are single bouts and not connected with the Heavyweight Title Belt.



WINNING THE FIGHT

KNOCKOUTS: Knock down your opponent 4 times in a fight and you win the bout.

TECHNICAL KNOCKOUTS: Knock down your opponent 3 times in a given ROUND to win the BOUT.

WINNING BY DECISION: The winner of the 3 ROUNDS in terms of punches landed and overall command of those rounds, wins by decision. A **JUDGE's DECISION** will take place if both boxers go the full 3 ROUNDS.

DEFEAT

If your opponent knocks you out **3 times in a ROUND** he wins the BOUT.

If your opponent knocks you down **4 times in a given FIGHT** he wins the BOUT.

Your opponent wins by decision if he obtains a superior overall number of points from **KNOCKOUTS, TECHNICAL KNOCKOUTS,** and **DAMAGE** done to you.

If you cannot successfully get Foreman up by pressing **A** and **B**.

Note: Lose twice to the same boxer and the game will end.

REMATCH

If you lose a fight, you must fight the last opponent that you've beat. If you lose that fight the game is over.

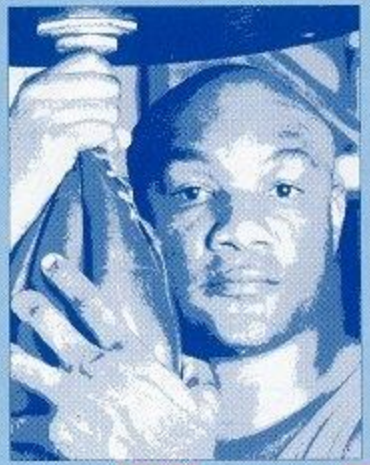
WINNING THE CHAMPIONSHIP BELT

You'll have to defeat all pretenders and contenders in three different professional boxing circuits to become the first champion to win the coveted Triple Crown of heavyweight boxing represented by the International Championship Belt.

WIN AGAINST ALL TOP-RANKED HEAVYWEIGHT CONTENDERS AND BE THE UNDISPUTED HEAVYWEIGHT CHAMPION OF THE WORLD!

FOREMAN IS THE FAVORITE!

At 43-years-old, George Foreman is the favorite of millions. He poses for the camera with his well-fed face and a hamburger. He signs an autograph for every fan who asks. He is the hero of the boxing ring, fair and even generous to the boxers that face him. After his win over Alex Stewart, George admitted that he got hurt because he was too worried about hurting "the kid". His punch is lengendary, his power undiminished as he seeks the Heavyweight Title once again. You are in the ring with Foreman, deciding the strategy, punching away at the opponent who stands between you and the Title. It will take fancy footwork and sharp moves to overcome these young determined men. But you and Foreman have the skill, experience, and raw talent that it takes to be the Champ. Go on! There's the bell. It's round 1!



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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the Super NES with respect to the receiver.
- Move the Super NES away from the receiver.
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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